

• THIRD DAWN •

• ADVENTURE PATH •



FROM THE DEEP

PLAYER'S GUIDE

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INTRODUCTION

Welcome to the Ophid Protectorate, one of the few true nations of the world of Ksaren, the world of the *Third Dawn Campaign Setting*. In the Ophid Protectorate, your psionic prowess determines your social standing and in this adventure path, you and the rest of your party will help to combat unknown forces disrupting psionic abilities within one of the cities of the Ophid Protectorate. From there, you will battle with abominations thought only a myth and encounter and interact with several of the unique cultures that call Ksaren home.

But before you can delve into the world of Ksaren, there are important things you must understand. The nations and peoples of Ksaren are complex, and failing to learn about them could lead to a mistake which may just be your last.

HOW TO USE THIS GUIDE

Aside from introducing you to the specifics of the *From the Deep Adventure Path*, this guide gives insight into the psionic world of Ksaren - from world history, to politics of the region, to important people you might encounter. All of the information contained in this guide should be considered common knowledge, particularly for individuals who reside within the realm of the Ophid Protectorate. Although this adventure starts within the Ophid Protectorate, trade with other societies is common. Players are encouraged to create characters with ties to the Protectorate or the Maquoran Fleet, the masters of the open waters of Ksaren.

To help you create such characters, this guide will present information detailing which races can be found within the starting region of Uncertain Futures, which classes exist within Ksaren and traits they may have in this particular corner of the world, the spiritual views of the populace, and some unique character options for characters of the region. Later, details are given covering some of the lands of Ksaren, in particular the Ophid Protectorate and Maquoran Fleet, which play prominently in the *From the Deep Adventure Path*. Should you desire to play an existing character within this Adventure Path, it is strongly recommended to read through this guide first, as the nature of Ksaren is uniquely psionic.

If you want to learn more about the world of Ksaren, you can discover a wealth of information about the world, its history, and the many people who live in it within the *Third Dawn Campaign Setting*.

ADVENTURERS

The Ophid Protectorate is a land consumed by psionics – its use is encouraged in every aspect of life, an individual's psionic ability is how their value to society is measured, and those without psionic ability are viewed as lower than even the meanest of slaves, although such a view is rarely accompanied by any sort of malice. As a result, characters who reside within the Ophid Protectorate should have some psionic aspect, be it a

psionic race, class, or just a simple psionic feat. Otherwise, they should expect to be treated poorly by Ophid society.

RACES

Within the Ophid Protectorate, the majority of residents are of the ophidian race, although dromites, humans, jetturs, kobolds, maenads, and xephs are also common, if not as prevalent. The other races of Ksaren – adonais, dwarves, duergars, elans, and orcans – would be incredibly rare in the Ophid Protectorate, as they are typically confined to the southern continent of Femon, located across thousands of miles of ocean controlled by the Maquoran Fleet.

It is important to note that while any given country or culture may have a more prevalent race, most of the cultures of Ksaren have a variety of races. The elans of Lumien, hidden on the continent of Femon, are an exception to this rule, as are the dromites of the new Droma nation of Tion and most of the kobold cities, being primarily single-race environments. In most other locations, members of other races are not uncommon.

In the *Third Dawn Campaign Setting*, the following traditional and psionic races do not exist: blues, gnomes, halflings, or half-elves. Half-orcs exist after a fashion – they are the orcan race and are a race unto themselves, rather than a cross between humans and orcs. Elves in Ksaren are called adonais, a name they have given themselves as self-proclaimed lords of the Plains of Ventrads, although they grudgingly share the Plains with other races. Finally, half-giants are known as jetturs.

ADONAIS

Primarily found within the Plains of Ventrads on the eastern side of the continent of Femon, adonais are most often nomadic and tribal by nature. Adonais tend to avoid permanent settlements, preferring the ability to pick up and move with the season.

As a general rule, adonais are more savage in nature than the races commonly found within the Ophid Protectorate, although they cannot be said to be stupid or crude. Instead, their response to insults, perceived or actual, tends to be extreme and violent, where other races might respond in a calm fashion. Mostly unknown on the continent of Tion, adonais can expect to receive a variety of reactions from the local residents, from curiosity to distrust.

CHIMAIRANS

The result of a cross between two of the races of Ksaren, few chimairans have similar physical appearances, except for their pale skin and eyes. Instead, the progeny of these couplings will have traits of their parent races. However, chimairans are always born sterile and have absolutely no psionic ability. Unlike the naturally non-psionic kobolds, these half-breeds cannot even learn to develop psionic talent; they are devoid of any trace of psionic power. Because chimairans are sterile and varied in appearance and background, they have no true communities. Often, chimairans feel like outsiders from the world at large. Typically, chimairans are loners; although those who do find some semblance of community are typically fiercely loyal to it.

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DROMITES

In recent years, the dromites of Ksaren have broken into two distinct groups – those on the continent of Tion and those on the continent of Femon. For the most part, the dromites still residing on Femon are an enslaved race, working for the other races. The dromites of Tion, conversely, have gathered to create the nation of Droma, a democratic nation of dromites joined into a large mental network through their psionic talents. Although the Dromans are joined in this manner, they highly value their freedom, having spent so many generations enslaved like the dromites still in bondage back in Femon.

Dromites found in the Ophid Protectorate are almost always free dromites from Droma, or recently emancipated dromites from Femon, transported to the northern continent aboard Maquoran Fleet ships over the months it takes to cross the vast distance between the two continents.

DWARVES

Primarily found in the mountainous regions of the continent of Femon, few dwarves have ever set foot in the Ophid Protectorate. With trade recently established between the two continents by the Maquoran Fleet, it is not impossible for dwarves to be found on the continent of Tion, but it is exceedingly rare. As a result, dwarves found within the Ophid Protectorate are almost always adventurers or explorers.

RACIAL CHARACTERISTICS

Several races within *Third Dawn* might appear to be unique to the world or have special or different racial statistics from those presented in *Pathfinder Roleplaying Game*. Presented below are the racial mechanics for these special races found within the *Third Dawn Campaign Setting*.

The racial traits presented below do not contain language entries. This is because languages are determined by location, rather than by race. For details on languages in the *Third Dawn Campaign Setting*, see the languages section later in the *Player's Guide*.

ADONAI RACIAL TRAITS

Although adonais are the elven race in *Third Dawn*, they have modified racial traits from standard elves, as detailed below.

+2 Dexterity, +2 Wisdom, -2 Constitution: Adonais are nimble, both in body and mind, but their form is frail. Medium: Adonais are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Adonais have a base speed of 30 feet.

Low-Light Vision: Adonais can see twice as far as humans in conditions of dim light.

Adonai Immunities: Adonais are immune to sleep effects and get a +2 racial saving throw bonus against telepathy powers and effects.

Keen Senses: Elves receive a +2 racial bonus on Perception skill checks.

Weapon Familiarity: Adonais are proficient with longbows (including composite longbows), longswords, rapiers, and shortbows (including composite shortbows), and treat any weapon with the word “adonai” in its name as a martial weapon.

CHIMAIRAN RACIAL TRAITS

Completely devoid of psionic power or ability, chimairans are a cross between two of the other races of the *Third Dawn Campaign Setting*.

+2 Constitution, +2 Intelligence, -2 Charisma: Chimairans are tough and intelligent, but too different to relate well to others.

Medium: As Medium creatures, chimairans have no special bonuses or penalties due to their size.

Normal Speed: Chimairans have a base land speed of 30 feet.

Psionic Resistance: Chimairans gain a +1 racial saving throw bonus against psionic powers and effects.

Accelerated Rest: A chimairan requires only 6 hours rest instead of 8 hours rest.

Low-Light Vision: A chimairan can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions.

Non-Psionic: A chimairan cannot take levels in psionic classes, feats or other character options that grant the psionic subtype, or use psi-like abilities.

Psionic Disruption: Any foe who strikes a chimairan in melee combat must make a Will save (DC 10 + half chimairan character level + chimairan's Charisma modifier) or lose their psionic focus, if any.

DUERGARS

The duergars of the *Third Dawn Campaign Setting* use the racial statistics found in *Psionics Unleashed*.

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DUERGARS

Like their non-psionic cousins, duergars typically reside in the mountainous regions of Femon. In the *Third Dawn Campaign Setting*, duergars are a breed of dwarves capable of imprinting their minds into crystal matrices. This process was developed initially as a way to transfer knowledge among the generations of dwarves, allowing the minds of the dwarven ancestors to live on and guide future generations, but the duergars as a race discovered a way to take the imprinted minds of their ancestors and imprint them onto their children. This process gave the duergars the psionic nature and powers they have that their normal dwarven brethren do not, although their perspectives are skewed from this process, resulting in a difficulty relating to

the other races. In Tion, duergars would be exceptionally rare, although it is possible for an adventuring duergar to be found, most likely a psychic warrior or fighter.

ELANS

A race all but unknown by most of the inhabitants of Ksaren, elans are almost exclusively found on the continent of Femon, where they work to take control of the other races through subtle infiltration and manipulation of key figures. Any elans found on Tion would most likely be acting as scouts for the leadership of Lumien, their nation, although elans take extreme precautions against being recognized as anything other than the humans they most often resemble.

RACIAL CHARACTERISTICS (CONT.)

JETTUR RACIAL TRAITS

Mechanically, jetturs are half-giants and have all the same statistics as a standard half-giant from *Psionics Unleashed*.

KOBOLDS RACIAL TRAITS

Unlike traditional kobolds, the kobolds of Ksaren are made of stouter stuff, as they are descended from ophiduan stock.

-2 Strength, +2 Dexterity, +2 Wisdom: Kobolds are nimble and cunning, although physically weaker due to their size.

Small: Kobolds are Small and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their CMB and CMD, and a +4 size bonus on Stealth checks.

Reptilian Blood: Kobolds have the humanoid (reptilian) subtype.

Normal Speed: Kobolds have a base speed of 30 feet.

Darkvision: Kobolds can see in the dark up to 60 feet.

Armor: Kobolds have a +1 natural armor bonus.

Crafty: Kobolds gain a +2 racial bonus on Craft (stonemasonry) or Craft (metalworking) (player's choice), Perception, and Profession (miner) checks. Craft (stonemasonry) or Craft (metalworking) (player's choice) and Stealth are always class skills for a kobold.

Weakness: Light sensitivity.

Non-Psionic Nature: While kobolds can take levels in psionic classes, their nature makes them incapable of taking the Wild Talent feat or any other feat that might grant them the psionic subtype. Classes that grant the Wild Talent feat, such as the soulknife, are exceptions to this rule. In addition, kobolds treat their primary attribute

modifier as if it was 2 points lower when calculating any bonus power points and when determining the highest level power they can manifest.

ORCAN RACIAL TRAITS

+2 Strength, +2 Wisdom, -2 Intelligence: Orcans are physically strong and constantly on the lookout for danger, but they are stubborn and resistant to learning new things.

Medium: Orcans are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Orcans have a base speed of 30 feet.

Darkvision: Orcans can see in the dark up to 60 feet.

Intimidating: Orcans receive a +2 racial bonus on Intimidate skill checks due to their fearsome nature.

Ferocity: Once per day, when an orcan is brought below 0 hit points but not killed, he can fight on for one more round as if disabled. At the end of his next turn, unless brought to above 0 hit points, he immediately falls unconscious and begins dying.

Weapon Familiarity: Orcans treat any weapon with the word "orcan" in its name as a martial weapon.

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RANDOM STARTING AGES

Race	Adulthood	Barbarian, Rogue Soulknife Wilder	Fighter, Ranger Psychic Warrior	Monk, Psion
Adonai	110 years	+4d6	+6d6	+10d6
Chimairan	20 years	+1d6	+2d6	+3d6
Dromite	13 years	+1d4	+1d6	+2d6
Dwarf	40 years	+3d6	+5d6	+7d6
Duergar	40 years	+3d6	+5d6	+7d6
Elan	20 years	+2d4	+2d6	+3d6
Human	15 years	+1d4	+1d6	+2d6
Jettur	30 years	+3d6	+2d6	+4d6
Kobold	15 years	+1d4	+1d6	+2d6
Maenad	40 years	+1d6	+4d6	+6d6
Ophiduan	18 years	+1d4	+2d4	+2d6
Orcan	14 years	+1d4	+1d6	+2d6
Xeph	18 years	+1d4	+2d4	+2d6

HUMANS

Found in every corner of Ksaren, humans are common in the Ophid Protectorate, even if they are only a small portion of the population. Although the human race is not psionic in nature, their flexible nature allows them to excel in the psionic arts, and humans can easily rise in rank and station within the society of the Ophid Protectorate. Most humans on Tion were born there; few have made the long trip by sea from the southern continent of Femon.

JETTUR

Standing head and shoulders taller than most other races, the jetturs of Ksaren are most often found within the boundaries of the Sommaran tribes of the Eternal Desert. Those within the confines of the Ophid Protectorate are most often visiting for trade, although this is rare due to the Protectorate's attempts to colonize the Eternal Desert. The jetturs are the most common race to follow the philosophy of the Flow, a belief among some of the residents of Ksaren that the psionic nature of the world itself can be felt, read, and manipulated.

KOBOLDS

Subterranean and non-psionic by nature, the kobold race of Ksaren is one of the few intelligent races that seeks to stay largely self-contained. Although they are by no means xenophobic, their racial history of being ostracized by the Ophid Protectorate that surrounds them has resulted in a close-knit environment where few kobolds foster relationships or friendships with the other races. Although technically citizens of the Ophid Protectorate, kobolds are essentially independent of the Protectorate and

rarely leave the predominantly kobold cities or villages where they tend to live.

Kobolds found within the cities of the Ophid Protectorate are most often there in search of trade or an item that cannot be found or made within their own communities. There are the rare kobolds that have started to integrate with the Protectorate, creating small pockets of kobolds within the Protectorate's cities, rather than remaining in their native homes. These kobolds are typically of the younger generations and have sought to develop psionic talent that the rest of their race generally lacks, most often learning the techniques of the aegis or soulknife.

MAENADS

The primary race found within the Maquoran Fleet, maenads are the finest sailors in the world. As a race, maenads enjoy the dichotomy of the sea: calm and gentle, yet deadly and fierce, for it mirrors their own emotions and demeanor: calm on the outside, a churning cauldron of emotions underneath. Created as a race over four centuries ago, maenads are independent and, nearly universally as a race, despise slavery and oppression. Because of this, maenads and the freed dromites of Droma are loyal allies. Maenads found within the boundaries of the Ophid Protectorate are rare, as they prefer to be on or near a ship and most Protectorate cities are land-locked.

OPHIDUANS

Within the Ophid Protectorate, the ophiduan race is the most prominent; roughly half of the population of the Protectorate is an ophiduan. In the nation where increasing psionic prowess means increasing political and social influence, this reptilian

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LANGUAGES

Culture	Automatic Language	Bonus Languages
<i>Femon Continent</i>		
Alyrian	Alyria, Feria, Liburia	Oroki, Siamni, Ventradi
Barony of Sol, Luxor	Alyrian	Astis, Oroki, Siamni, Ventradi
Lumien	Lumiese	Astis, Alyrian, Oroki, Siamni, Ventradi
Orlamu	Siamni	Alyrian, Giant, Gnoll
Plains of Ventradi	Ventradi	Alyrian, Giant, Gnoll, Siamni
Southern Femon (dromite)	Alyrian, Dromite	Gnoll, Siamni, Ventradi
<i>Tion Continent</i>		
Droma	Dromite	Alyrian, Ophiduan, Somnese
Nimotei	Chemish	Giant, Ophic, Ophiduan, Orc, Somnese, Winan
Ophid Protectorate (including kobolds)	Ophiduan	Chemish, Ophic, Orc, Oroki, Somnese, Winan
Sommaran	Somnese	Chemish, Giant, Ophic, Ophiduan, Orc
Vintaren	Winan	Chemish, Giant, Orc, Somnese
Maquoran Fleet	Alyrian	Astis, Dromite, Ophic, Ophiduan, Somnese, Ventradi

race thrives. Most leaders within the older Protectorate cities are ophidians, and even the newer settlements are more often led or counseled by ophidians.

ORCANS

Found almost exclusively on the continent of Femon, the orcan race is viewed by the other races of Ksaren as bestial and barbaric, even though they possess a cunning nature. As a race, the orcans are reclusive and tend toward familial units for a society, rather than the formalized or larger groups the other races tend to favor. This has resulted in the race having a fairly limited education and intellect, and their physical resemblance to bears has only further pushed this stereotype of the orcan being stupid. Within the Protectorate, most citizens have never seen nor heard of an orcan.

Standing taller than most humans, orcans have pointed ears, a pair of sharp incisors and a wet snout, not unlike that of a bear. They are covered in body hair, which they take great pride in. Some orcans grow their hardened nails long and sharpen them, giving them the appearance of a cross between a bear and a human. Exceptionally strong, orcans are canny hunters with sharp eyes.

XEPHS

Wanderers, messengers, and explorers, xephs are most commonly found within the northern regions of the continent of Tion, although they are travelers by nature. They are uncommon in the Ophid Protectorate, although they can be found there at times, most often carrying news to and from Nimotei, the nation where most xephs can be found.

LANGUAGES

The *Third Dawn Campaign Setting* comes with its own selection of languages spoken by the inhabitants of the world. These languages are primarily broken up between the two continents, Tion and Femon. Although travel between the two continents has recently become possible, the cultures have thus far had limited integration.

The languages a player might know are primarily determined by their culture, rather than by their race, as described in Table: Languages.

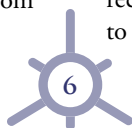
Although there may be different regional dialects of some of the languages, especially Alyrian, the speakers can typically understand different dialects of the same language. For example, members of the Maquoran Fleet speak the Maquoran dialect of Alyrian, but residents of Alyria itself would still be able to understand it.

LANGUAGE DESCRIPTIONS

Presented below are the descriptions of the most common languages spoken in the world of Ksaren.

Alyrian: The language that is spoken in nearly every corner of the continent of Femon, Alyrian is the language that developed as the nation of Alyria grew to dominate much of the continent.

Astis: This nearly dead language was used in the northern portions of Femon prior to Alyrian annexation. Although it has recently had a resurgence in popularity, it is considered by most to be an archaic language.



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Chemish: Spoken primarily in the Nimotei lands of Tion, the tendency for the residents of Nimotei, in particular the xephs, has resulted in this language gaining in usage across the continent.

Dromite: The native language of the dromite race, this form of communication comprises vocalizations, smells, and even clicks. While other races might be able to learn to understand it, only dromites can actually speak it.

Lumiese: The language of the elans, Lumiese is the closest thing the *Third Dawn Campaign Setting* has to a secret language. Few outside the control of Lumien could recognize, let alone understand, this language.

Ophic: This early form of the Ophidian language (see below) is spoken by the more primitive reptilian races and is primarily spoken on Tion. Although it is a form of the Ophidian language, the two languages have diverged over the centuries, making the languages distinct.

Ophidian: The primary language of the Ophid Protectorate, the expansionistic nature of the Protectorate has resulted in the language becoming more common in other corners of the continent of Tion.

Oroki: The ancient language from before the Impact, this language is typically not a spoken language, but the rare documents that survived from the days of the Impact have allowed linguistic scholars to piece together the structure of the language, allowing the most erudite to understand it.

Siamni: The language of the orcans and others who reside within the Orlamu region of Femon, this language is rarely used outside of the Orlamu culture, although many traders in Femon learn it to deal with the reclusive orcans.

Somnese: Spoken by the Sommaren tribes, this language is primarily found in and around the Eternal Desert on the continent of Tion.

Ventradi: The language of the people of the Plains of Ventradi flourishes in one of the few areas of Femon where the Alyrian Empire never conquered.

Winan: The tribes of Vintaren speak Winan as their primary language. Few outside the tribes speak the language, for the Vintaren people do not often travel outside of their own lands.

Uncivilized Languages: Some of the more savage but sentient creatures of the *Third Dawn Campaign Setting* have their own languages. While these languages may not be considered complex or evolved languages, the creatures communicate with each other, even if in a primitive fashion, using these languages. Some of these uncivilized languages include Giant, Gnoll, and Orc.

CLASSES

Those who adventure within the lands of Ksaren hail from a variety of different paths. However, it is important to note that magic does not exist within the *Third Dawn Campaign Setting*, so those classes that deal with magic similarly do not exist. In particular, bards, clerics, druids, paladins, sorcerers, and wizards, but any class that gains spellcasting as part of its arsenal of abilities does not exist within the world of Ksaren. Even were you to bring a spellcaster from another plane of existence to Ksaren, their spells and spell-like abilities would cease to function. Instead, there are psionic counterparts for these classes, described below.

AEGIS

Although one of the most outwardly obvious of the psionic classes, aegis are treated much like any other of the classes. Among the Ophid Protectorate, aegis have roughly the same standing as soulknives – obviously psionic in nature and ability, but not true manifesters. This small nuance only comes up in very niche situations, so an aegis can progress high within the society of the Protectorate. Outside of the Protectorate, aegis are prized as bodyguards, especially those who have mastered the techniques that allow them to share their protective suit with their charge.

BARBARIANS

Few barbarians reside within the civilized portions of the Ophid Protectorate, as its rigid social structure and strictly enforced rules prove ill-fitting. Occasionally, a member of one of the tribes that inhabit the lands unclaimed by any nation might find their way to the Protectorate, often on some sort of mission.

CAVALIERS

Although horses are rare within the Ophid Protectorate, as they did not survive on the continent of Tion after the Impact and it is only recently that they have been imported from Femon, there are still mounted warriors who take up causes that can be found. These cavaliers more often ride karaans (detailed below) and are typically unassociated with the organized groups of the Protectorate, as it is rare that their cause and the commands of an Overseer align.

Outside the bounds of the Protectorate, such as in the lands between the Protectorate and Droma, or within or north of the Eternal Desert, cavaliers are more common.

EXEMPLARS

Natural leaders, exemplars tend to naturally gravitate toward command, either in civic duties or in combat units. Within the Protectorate, exemplars can often be found as unit leaders in the different military or organized combat groups, such as city guards or actual Protectorate militia. Outside of the Protectorate, exemplars are likely



Karaan

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to be leaders of groups, from nefarious bandits to treasure-seeking adventurers. The closest psionic counterpart to paladins, exemplars instead embody an ideal, rather than championing a deity.

FIGHTERS

More common in the lands outside the Ophid Protectorate, few fighters reside within the psionically-focused society. Those who do typically are of psionic races and make use of psionic feats in order to display their psionic prowess and thereby prove their worth. The varied nature of fighters allows them to take on a variety of roles within the world of Ksaren, although it is not uncommon for fighters to learn rudimentary psionic abilities, typically through feats. This is especially true for fighters of the psionic races.

MARKSMEN

While trained fighters with ranged weapons or soulknives with launched missiles might be seem impressive, the marksmen are the true masters of ranged assault. Whether it is the those who can seemingly unleash an entire quiver in the blink of an eye, or the sniper who can take a single, perfect shot and eliminate the enemy leader, or the showman who can make a missile loop, spin, change course, or even knock enemies down without causing any harm, all are marksmen, and all are prized for their ranged prowess. Within the Ophid Protectorate, they are often scouts, hunters, or those who guard the wall against attacks.

MONKS

The structured society and organized nature of the Ophid Protectorate naturally lends itself to monastic orders. As a result, monks are not uncommon within the borders of the nation, although most tend to make use of psionic abilities that might be gained from racial abilities or feats. Although there are no significant monk orders or monasteries within the Ophid Protectorate, such organizations are neither discouraged, so it is possible for a newly-formed or small order to exist.

PSIONS

The most common of manifesters to be found within the Ophid Protectorate, psions of all varieties often excel within the nation's culture. Within the city of Arbil, where the *From the Deep adventure path* begins, seers are the most common of psions in the city, although psions of all six disciplines can be found. Outside of the Protectorate, all manner of psions thrive and are generally well-respected within the psionic-heavy world of Ksaren. Psions are the most likely to have formal schools for training, whether it is a small one-teacher environment, or a large, structured university.

PSYCHIC WARRIORS

Varied in nature, psychic warriors are most common within the organized combat units of the Protectorate society. Whether as a gladiator, an archer, or simply as infantry, psychic warriors can fulfill a variety of rolls within the Ophid Protectorate. Outside of the Protectorate, psychic warriors are fairly common, as their blend of combat prowess and manifesting ability help them survive in the harsher areas of Ksaren.

RANGERS

Rare among the citizens of the Ophid Protectorate due to their non-psionic nature, rangers are common in the lands outside the Protectorate's control. Prized for their ability to track quarry and individually sought out for their skill against a particular type of foe, rangers can typically be easily found in the non-Ophid lands of Ksaren. Some rangers have even learned to harness the power of psionics, gaining a limited manifesting ability.

ROGUES

Every society has its seedier side; those who choose a life outside the rule of law either due to necessity or choice. Within the Ophid Protectorate, thieves, cutpurses, and smugglers are dealt with harshly by the local constabulary, but infiltrators, scouts, and even spies can be found within the cities of the Protectorate. Outside the bounds of the Protectorate, brigands and thieves are more common.

SOULKNIVES

Elite foot soldiers, soulknives typically hold positions of prestige within the Ophid Protectorate, although they do not garner quite as much respect as most traditional manifesters. Their limited or non-existent manifesting abilities can sometimes stymie their ability to advance in rank, although there are those soulknives who blend blade with manifesting and find themselves propelled high in the ranks of the Protectorate's society.

TACTICIANS

Within the society of the Ophid Protectorate, tacticians often rise to lead military units and to serve as councilors on ways to effectively command and deploy soldiers. Their ability to bind individuals into a collective grants them a fairly unique aptitude to handle information networks, monitor activity, and rapidly respond to situations. They are highly valued for their ability to see patterns in combat and to direct activities accordingly.

VITALISTS

Respected for their healing ability, vitalists typically have places of respect within the Protectorate. As local medics, miracle-working healers, or sometimes as counselors of mental ailments, vitalists can be found in every major city within the nation and outside its borders. Within exploratory groups, adventuring parties, or military factions, a vitalist is common to be found. In any decently-sized settlement, a vitalist can be found for the demand for their services.

WILDERS

Although wilders are not uncommon in the world of Ksaren, within the confines of the Ophid Protectorate, they have a tendency to be more rare, as the more controlled nature of psions or vitalists are more favored within Protectorate society. That being said, student wilders in particular are the most common form of wilder within the boundaries of the Protectorate, and their psionic prowess is well-respected, even if their actual mastery of the psionic arts is sometimes viewed disdainfully by the more studious of the manifesting classes.

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RANGERS IN THIRD DAWN

Within the *Third Dawn Campaign Setting*, the standard ranger does not exist, for it uses magic that does not exist within the all-psionic world of Ksaren. However, other varieties of rangers do exist. Presented below are two variant rangers - the skirmisher ranger, originally presented in the *Advanced Player's Guide*, and the Ksarite ranger. Both of these ranger options easily fit within the world of Ksaren.

SKIRMISHER

Many rangers rely on spells, but there are some who eschew aid from divine powers for their own reasons. Skirmishers rely on their wits, their wisdom, and sometimes even instinct to aid in their quests. A skirmisher has the following class features.

Hunter's Tricks: At 5th level, a skirmisher ranger learns the use of hunter's tricks, which typically grant a boon or bonus to the ranger or a nearby ally. At 5th level, the ranger learns one trick, selected from the list below. At 7th level, and every two levels thereafter, he learns another trick. A ranger can use these tricks a total number of times per day equal to 1/2 his ranger level + his Wisdom modifier. Tricks are usually swift actions, but sometimes move or free actions that modify a standard action, usually an attack action. Once a trick is chosen, it can't be retrained. A ranger cannot select an individual trick more than once. This ability replaces the ranger's spells class feature. Skirmishers do not gain any spells or spellcasting ability, do not have a caster level, and cannot use spell trigger and spell completion magic items.

The following is a list of hunter tricks and their effects.

Aiding Attack (Ex): The ranger can use this trick as a free action when he hits a creature with an attack. The next ally who makes an attack against the target creature before the start of the ranger's next turn gains a +2 circumstance bonus on that attack roll.

Bolster Companion (Ex): The ranger can use this trick as an immediate action when his animal companion is hit with an attack or a combat maneuver. The companion's AC and combat maneuver defense increase by +4 for the purposes of that attack. If the attack still hits, the animal companion only takes half damage (if any). The animal companion must be able to see and hear the ranger to benefit from this trick.

Catfall (Ex): The ranger can use this trick as an immediate action when he falls 20 or more feet, ignoring the first 20 feet of the fall when calculating the falling damage. If the ranger takes no damage from the fall, he does not fall prone.

Chameleon Step (Ex): The ranger can move up to twice his speed as a move action. The ranger does not take any penalty on Stealth checks for movement during this move. This move provokes attacks of opportunity as normal.

Cunning Pantomime (Ex): As a standard action, the ranger can communicate with a single creature as if using the tongues spell for 10 minutes. Because the communication is slow and lacks subtlety, the ranger suffers a -4 penalty on all Bluff and Diplomacy checks relating to the creature he is communicating with when using this trick.

Defensive Bow Stance (Ex): The ranger can use this trick as a swift action. Until the start of his next turn, his ranged attacks do not provoke attacks of opportunity.

Deft Stand (Ex): The ranger can spend a move action to stand up without provoking attacks of opportunity.

Distracting Attack (Ex): The ranger can use this trick as a free action before he makes an attack. If the attack hits, the target takes a -2 penalty on all attack rolls for 1 round.

Hateful Attack (Ex): The ranger can use this trick as a free action when he makes an attack against one of his favored enemies. The ranger doubles the threat range of his weapon for this attack. This does not stack with other abilities that increase a weapon's threat range.

Heel (Ex): The ranger can use this trick as an immediate action when his animal companion moves. When the companion moves, the square it starts out in is not considered threatened by any opponent it can see, and therefore visible enemies do not get attacks of opportunity against it when it moves from that square. The companion must end this movement in a square adjacent to the ranger. The animal companion must be able to see and hear the ranger to take this movement.

Hobbling Attack (Ex): The ranger can use this trick as a free action when he hits with an attack. The target of the attack's land speed is reduced by 1/2 for 1d4 rounds.

Quick Climb (Ex): The ranger can climb at his full speed as a move action without penalty.

Quick Healing (Ex): As a swift action, the ranger can make a Heal check to administer first aid on an adjacent dying character. Alternatively, the ranger can administer a potion to an unconscious character as a move action.

Quick Swim (Ex): The ranger can swim at his full speed as a move action without penalty.

Ranger's Counsel (Ex): As a swift action, the ranger can grant all allies within 30 feet that are within line of sight and can hear him a +2 bonus on skill checks with a single skill of his choice. The ranger must have at least one rank in the chosen skill. This bonus lasts for 1 round.

Rattling Strike (Ex): The ranger can use this trick as a free action before he makes a melee attack. If the attack hits, the target is shaken for 1d4 rounds.

Second Chance Strike (Ex): When he misses with a

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melee attack, the ranger may reroll his attack at a –5 penalty. Using this ability is an immediate action.

Sic 'Em (Ex): The ranger can use this trick as a swift action. His animal companion makes one melee attack against an adjacent creature. The animal companion must be able to see and hear the ranger to make this attack.

Skill Sage (Ex): As a free action, the ranger can roll twice on any one skill check and take the better result. He must have at least 1 rank in that skill to use this ability.

Stag's Leap (Ex): As a free action, the ranger can attempt a running jump without moving 10 feet before the jump.

Surprise Shift (Ex): The ranger can move 5 feet as a swift action. This movement does not provoke attacks of opportunity and does not count as a 5-foot step.

Tangling Attack (Ex): The ranger can use this attack as a free action when he makes an attack. If the attack hits, the target is entangled for 1 round.

Trick Shot (Ex): As a standard action, the ranger can make a ranged attack that ignores concealment (but not total concealment), soft cover, and partial cover.

Uncanny Senses (Ex): As an immediate action, the ranger gains a +10 insight bonus on Perception checks for 1 round.

Upending Strike (Ex): The ranger can use this trick as a free action just before he makes a melee attack. If the attack hits, he may make a free trip combat maneuver against the target.

Vengeance Strike (Ex): The ranger can use this trick as an immediate action when an enemy adjacent to him hits an ally with a melee or ranged attack. The ranger can make a single melee attack at his highest base attack bonus against the creature who attacked his ally.

KSARITE RANGER

The standard ranger of Ksaren has all the class features of the standard ranger, except as noted below.

Spells: The ranger loses all spellcasting ability.

Power Points/Day: A ranger's ability to manifest powers is limited by the power points he has available. His base daily allotment of power points is given on Table: Ranger Manifesting. In addition, he receives bonus power points per day if he has a high Wisdom score (see Table: Ability Modifiers and Bonus Power Points). His race may also provide bonus power points per day, as may certain feats and items. A 1st-level ranger gains no power points for his class level, but he gains bonus power points (if he is entitled to any).

Powers Known: A ranger begins play not knowing any powers. Starting at 4th level, he unlocks the knowledge of new powers as indicated on Table: The Ranger.

Choose the powers known from the psychic warrior power list. (Exception: The feats Expanded Knowledge and Epic Expanded Knowledge do allow a ranger to learn powers from the lists of other classes.) A ranger can manifest

any power that has a power point cost equal to or lower than his manifester level.

The total number of powers a ranger can manifest in a day is limited only by his daily power points.

A ranger simply knows his powers; they are ingrained in his mind. He does not need to prepare them (in the way that some spellcasters prepare their spells), though he must get a good night's sleep each day to regain all his spent power points.

The Difficulty Class for saving throws against ranger powers is 10 + the power's level + the ranger's Wisdom modifier.

Maximum Power Level Known: A ranger does not gain the ability to manifest powers until 4th level. Prior to this, while he may have power points, he does not have the ability to manifest powers. As he attains higher levels, he may gain the ability to master more complex powers.

To learn or manifest a power, a ranger must have a Wisdom score of at least 10 + the power's level.

THE RANGER

Level	Power Points/Day	Powers Known	Maximum Power Level Known
1st	0	0	—
2nd	1	0	—
3rd	3	0	—
4th	4	1	1st
5th	6	1	1st
6th	8	2	1st
7th	11	3	1st
8th	13	4	2nd
9th	16	4	2nd
10th	18	5	2nd
11th	23	6	3rd
12th	27	7	3rd
13th	32	7	3rd
14th	36	8	4th
15th	41	8	4th
16th	47	9	4th
17th	54	10	4th
18th	60	10	4th
19th	67	11	4th
20th	73	12	4th

The ranger's class skills are Climb (Str), Craft (Int), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (geography) (Int), Knowledge (nature) (Int), Knowledge (psionics), Perception (Wis), Profession (Wis), Ride (Dex), Spellcraft (Int), Stealth (Dex), Survival (Wis), and Swim (Str).

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EQUIPMENT

Although most traditional equipment can be found within the Ophid Protectorate, with the lack of divine magic, portable forms of healing might seem to be difficult to come across. But with the necessity of a harsh world comes the invention of new forms of mending wounds. Presented below are some healing items that can be found within the Ophid Protectorate, as well as new substances and tools unique to the world of the *Third Dawn Campaign Setting*.

Brain Mole Oil: Derived from alchemical processing of brain mole hide, this oil is administered by contact and is prized for its ability to daze and knock psionic creatures unconscious. Due to the nature of the poison, brain mole oil does not affect non-psionic creatures, making it highly effective in the world of Ksaren.

Type poison, contact; *Save* Fortitude DC 13

Frequency 1/round for 4 rounds

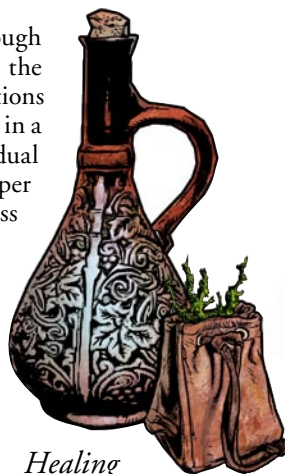
Primary Effect: Dazed for one round; *Secondary Effect:* Unconscious for 1d3 hours; *Cure* 2 consecutive saves

Cost: 300 gp

Healing Potions: Developed through a special blend of herbs and tinctures, the herbalists of Tion have developed potions that cure damage. Healing potions come in a variety of strengths, although no individual may use more than two healing potions per day, as the body can only properly process a limited amount of the potion.

A normal healing potion heals 1d8 hit points of damage. They can be made with a successful Craft (alchemy) or Profession (herbalism) check (DC 20) for 20 gold.

Cost: 40 gp



Healing
Potion



Skull-Cracker
Mace



Ophid Glaive

Mending Poultrice: This mixture of herbs, oils, and other psionically-infused vegetation is used by the healers of Ksaren to speed along the recovery of the sick and infirm. When used for long-term care with the Heal skill, the subject heals at double the normal rate (4 hit points per level for a full 8 hours rest in a day, etc). Each poultrice contains enough ingredients for only one application.

Cost: 50 gp

WEAPON DESCRIPTIONS

Ophid Glaive: An Ophid glaive is a specialized version of the glaive, with a blade mounted at the end of a 7-foot pole. However, the other end is reinforced and metal-shod, giving the weapon the ability to be used as a double weapon and also allowing better balance. If used as a double weapon, the Ophid glaive is no longer treated as a reach weapon; if only the bladed end of the weapon is used, the Ophid glaive is treated as a reach weapon.

Skull-Cracker Mace: The weapon of choice among the Maquoran reavers, the skull-cracker mace is so-named for the tendency of the wielder to attempt to literally crack the skull of an opponent. Designed and weighted to be more devastating on those perfect strikes, the skull-cracker mace is harder to wield than a typical mace, but can pack a much harder punch.

NEW WEAPONS

Exotic Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
<i>One-Handed Weapons</i>								
Skull-Cracker-Mace	25 gp	1d8	1d10	x3	—	8 lbs.	B	—
<i>Two-Handed Weapons</i>								
Ophid Glaive	75 gp	1d6/1d8	1d8/1d10	x2/x3	—	8 lbs.	B or S	double, reach

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MOUNTS OF THE PROTECTORATE

In addition to new healing items and other equipment, mounts in the Ophid Protectorate and the rest of the continent of Tion are distinct from standard horses. Presented below are the statistics for the standard light mount (karaan), and the heavy mount (masaan).

KARAAN

The muscles of this four-legged creature ripple and give its scales an undulating appearance.

KARAAN	CR 1
N Large animal	400 XP
Init +2; Senses low-light vision, scent, Perception +6	
DEFENSE	
AC 11 (–1 size, +2 Dex), touch 11, flatfooted 9	
HP 15 (2d8+6)	
Fort +6, Ref +5, Will +1	
OFFENSE	
Speed 50 ft.	
Melee 2 claws –2 (1d4+1)	
Space 10 ft.; Reach 5 ft.	
STATISTICS	
Str 16, Dex 14, Con 17, Int 2, Wis 13, Cha 7	
Base Atk +1; CMB +5; CMD 17 (21 vs trip)	
Feats Endurance, Run ^B	
Skills Perception +6	
SQ docile	
ECOLOGY	
Environment temperate plains	
Organization solitary, pair, or herd (3-30)	
Treasure none	
SPECIAL ABILITIES	
Docile (Ex): Unless specifically trained for combat (see the Handle Animal skill, a karaan's claws are treated as secondary attacks.	

Until recently, horses were all but non-existent south of the Eternal Desert. The need for beasts of burden and mounts resulted in the ophidians fostering a breed of lizard roughly the size of a horse, but drastically different in appearance. These scaled quadrupeds are capable of carrying a Medium-sized or smaller rider and are domesticated. Physically, they are covered

in scales, typically of a red or orange hue, have claws instead of hooves, and have slitted green eyes.

Karaans stand 5 to 6 feet tall at the shoulder and weigh between 1,000 and 1,500 pounds.

The statistics above are for a typical riding karaan. Some karaans are larger and heartier, bred for labor such as pulling plows or carriages. These are called masaans.

MASAAN

The harness on the back of this lizard gives little reassurance against its sharpened claws and intense gaze.

MASAAN	CR 2
N Large animal	600 XP
Init +4; Senses low-light vision, scent, Perception +8	
DEFENSE	
AC 17 (–1 size, +4 Dex, +2 Natural), touch 15, flatfooted 11	
HP 19 (2d8+10)	
Fort +8, Ref +7, Will +3	
OFFENSE	
Speed 50 ft.	
Melee 1 bite +1 (1d4+3), 2 claws +1 (1d6+3)	
Space 10 ft.; Reach 5 ft.	
STATISTICS	
Str 20, Dex 18, Con 21, Int 6, Wis 17, Cha 11	
Base Atk +1; CMB +7; CMD 21 (25 vs trip)	
Feats Endurance, Run ^B	
Skills Perception +8	
SQ docile	
ECOLOGY	
Environment temperate plains	
Organization solitary, pair, or herd (3-30)	
Treasure none	
SPECIAL ABILITIES	
Docile (Ex): Unless specifically trained for combat (see the Handle Animal skill, a karaan's claws and bite are treated as secondary attacks.	

Heavier and more massive versions of the standard riding karaan, masaans are a larger breed of karaans. Stronger and bigger, masaans also have deadlier claws and sharpened teeth that can be used to make vicious bites. They otherwise resemble their smaller cousins in physical appearance.

Masaans stand 6 to 7 feet tall at the shoulder and weigh between 1,800 and 2,500 pounds.

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FROM THE DEEP CAMPAIGN TRAITS

Presented in the *Advanced Player's Guide*, traits give the ability to customize characters in small, but significant ways. The campaign traits presented below expand upon those found in the *Advanced Player's Guide*.

CAMPAIGN TRAITS

Unlike other traits, campaign traits are designed to give a specific tie into the adventure itself. They are therefore detailed in how the character relates to the world or region. The Ophid Protectorate has all sorts of people within its borders: champions, thieves, altruists, saints, and all manner in between. Presented below are some campaign traits that can make your character more readily fit into the *From the Deep* adventure path.

Awakened Kobold: You are one of the rare kobolds who have learned to use psionic power. You have journeyed to Arbil because most of your tribe do not accept psionics and you have been treated as an outcast. The Protectorate city offers you a fresh start and a good place to learn to develop your psionic potential. You gain one power point to your daily power point pool, granting you the psionic subtype. In addition, you gain a +1 trait bonus to Will saves against mind-affecting effects.

Disgraced Guardsman: You were a member of the Ophid Guard of one of the nearby Protectorate cities, but lost a duel and chose to relocate to Arbil rather than pulling the worst patrols and shifts. You have spent your time since as a private guard, rather than an employee of the city. You gain proficiency with the Ophid Glaive, the weapon of the Protectorate and gain a +1 trait bonus to attack rolls made with it.

Femon Immigrant: You've come from the continent of Femon in search of new sites and new civilizations, leaving behind a region where double-dealings, backstabbing, and political intrigue are the norm. Perhaps you were tired of getting caught up in the dealings of the guilds of Luxor, or you've had to deal with the bribery associated with the Alyrian trade routes. You have recently arrived at Arbil via transport by a Maquoran ship. You've learned to guard your intentions and to read people from their actions. You gain a +1 trait bonus to Bluff and Sense Motive checks.

Liberated Dromite: You are one of the emancipated dromites from the continent of Femon, recently having arrived to Arbil by way of one of the Maquoran ships. Although the Protectorate and the nearby hive-cities of Droma promise a slavery-free existence, you are paranoid of being put back in chains. You gain a +1 trait bonus on Perception checks and Initiative rolls.

Reformed Raider: You were a member of a Maquoran ship crew that raided and pillaged coastal towns, cities, or other ships. You have had to leave the ship life, perhaps your ship sunk, perhaps you lost your taste for raiding, or perhaps you are fleeing the reputation earned on your ship and are visiting Arbil

DUELS

Psionic might is the primary factor in determining social status and leadership within the Ophid Protectorate. In situations where the psionic power of two individuals is close enough to be difficult to judge who is stronger, a psionic duel is used. Although infrequently performed, psionic duels are the lynchpin of Protectorate society, as the result of a duel is binding, with the victor assuming the higher rank and the loser falling to the bottom of their social rank until they once again earn their way back through psionic power.

Because of this drastic result, most ranking is done in a more subconscious fashion rather than resorting to entering into a duel. Psionically weaker individuals instead defer to the stronger, who expect such behavior, and themselves defer to anyone stronger than them. This social structure is so ingrained within the Protectorate society that most citizens perform this behavior without thinking about it. It is typically only when there are two individuals very close in psionic power, or where a weaker individual refuses to defer to a stronger, that a duel commences.

The full rules of psionic duels within the Ophid Protectorate are detailed in *Uncertain Futures*, the first adventure in the *From the Deep* Adventure Path.

to see if it is a suitable location to start your life over. Your life on ship has given you great balance and reflexes, granting you a +1 trait bonus to Reflex saves and Acrobatics checks to keep your balance.

Student of Foresight: You are a student of psionics within the city of Arbil, learning particularly about clairsentience and the techniques of insight and intuition. Your teachers were students of the venerated seer Zorotaer, who also instructed Overseer Mosephi. You gain a +1 trait bonus to Spellcraft checks when dealing with Clairsentience powers and a +2 trait bonus on all saving throws made against Clairsentience powers and effects.

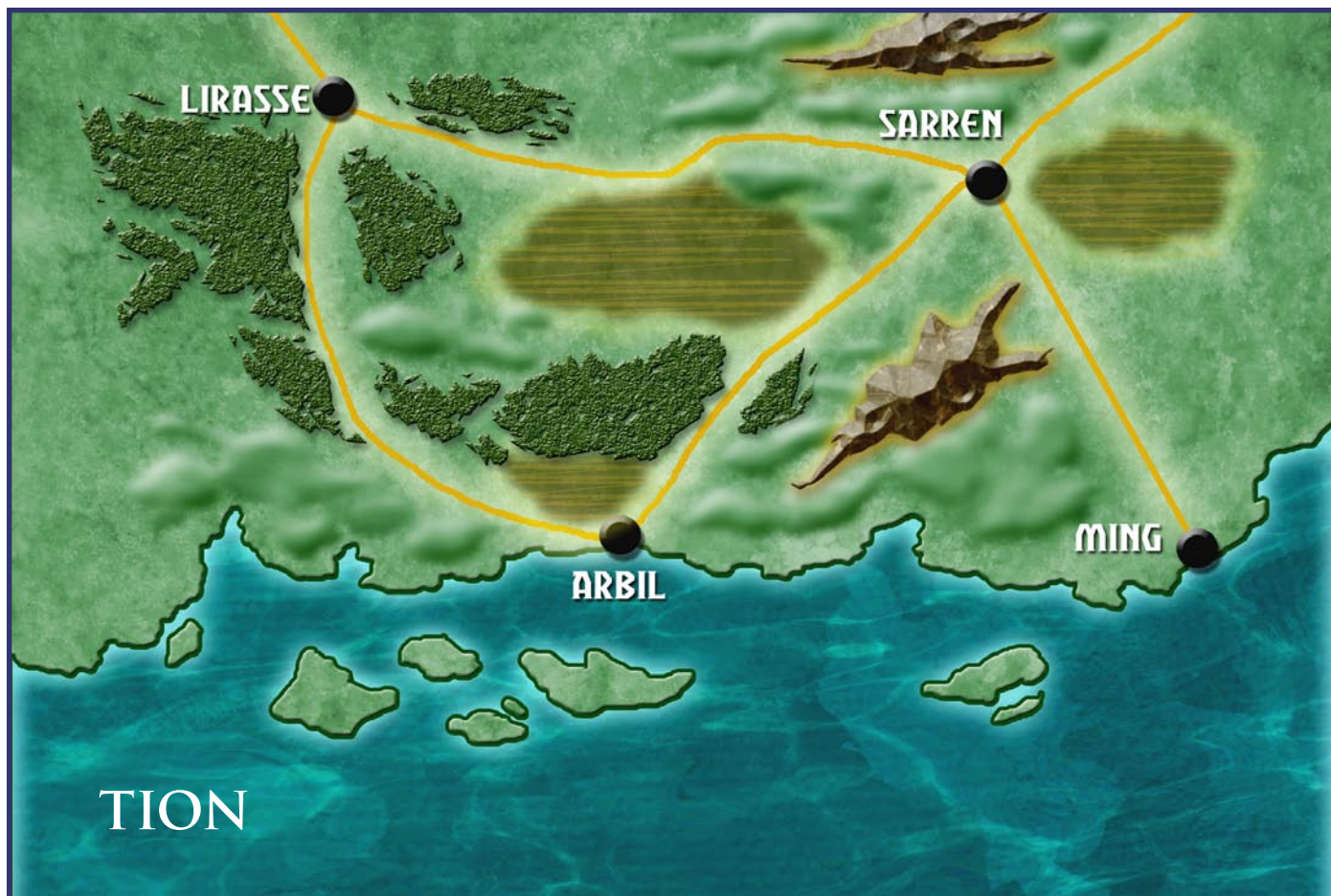
REGIONAL TRAITS

Regional traits are more generic traits that require your character come from a specific region within the world.

Duelist Extraordinaire: You have studied the art of the psionic duel (see sidebar) and trained for advancement within the Protectorate. When participating in a psionic duel, you gain a +2 trait bonus to the opposed rolls. In addition, your experience has broadened your psionic understanding, giving

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you a +1 trait bonus to Spellcraft checks. Finally, Spellcraft is always considered a class skill for you.

Protectorate Educated: You were raised and schooled within the Ophid Protectorate, where all citizens are offered free education. You gain a +1 trait bonus to any two Knowledge skills of your choice and one of your chosen Knowledge skills is always considered a class skill.

Sommaran Wanderer: You come from the tribes of the Sommaran, roamers of the lands in and around the Eternal Desert. While your people are quite nomadic, wanderlust has struck you harder than others in your tribe, and you have learned to survive the harsh world both in and out of the desert. You've traveled to the Protectorate seeking new sights and experiences. You gain a +1 trait bonus to Fortitude saves and Survival checks.

REGIONAL ENVIRONS

The southern portion of the continent of Tion, that area south of the Eternal Desert, is teeming with wildlife, primarily of a reptilian nature. It is believed that this is due to the tendency of the ophiduan race to tinker with creature physiology, as witnessed by the kobold race, and that the ophiduans, themselves being reptilian, preferred to work on other reptiles. Other scholars theorize that it is simply that after the Impact, there were limited surviving creatures of other types and that reptiles simply flourished.

Regardless of the reason, within the southern portion of Tion, mammalian animals are rare, replaced by reptilian versions. For example, smaller cousins to the pteranodon might be spotted flying where others would expect to see hawks, falcons, or eagles. With trade now open between the continents of Tion and Femon, albeit in a limited capacity, mammals have started to be imported, especially by those migrating from the southern continent.

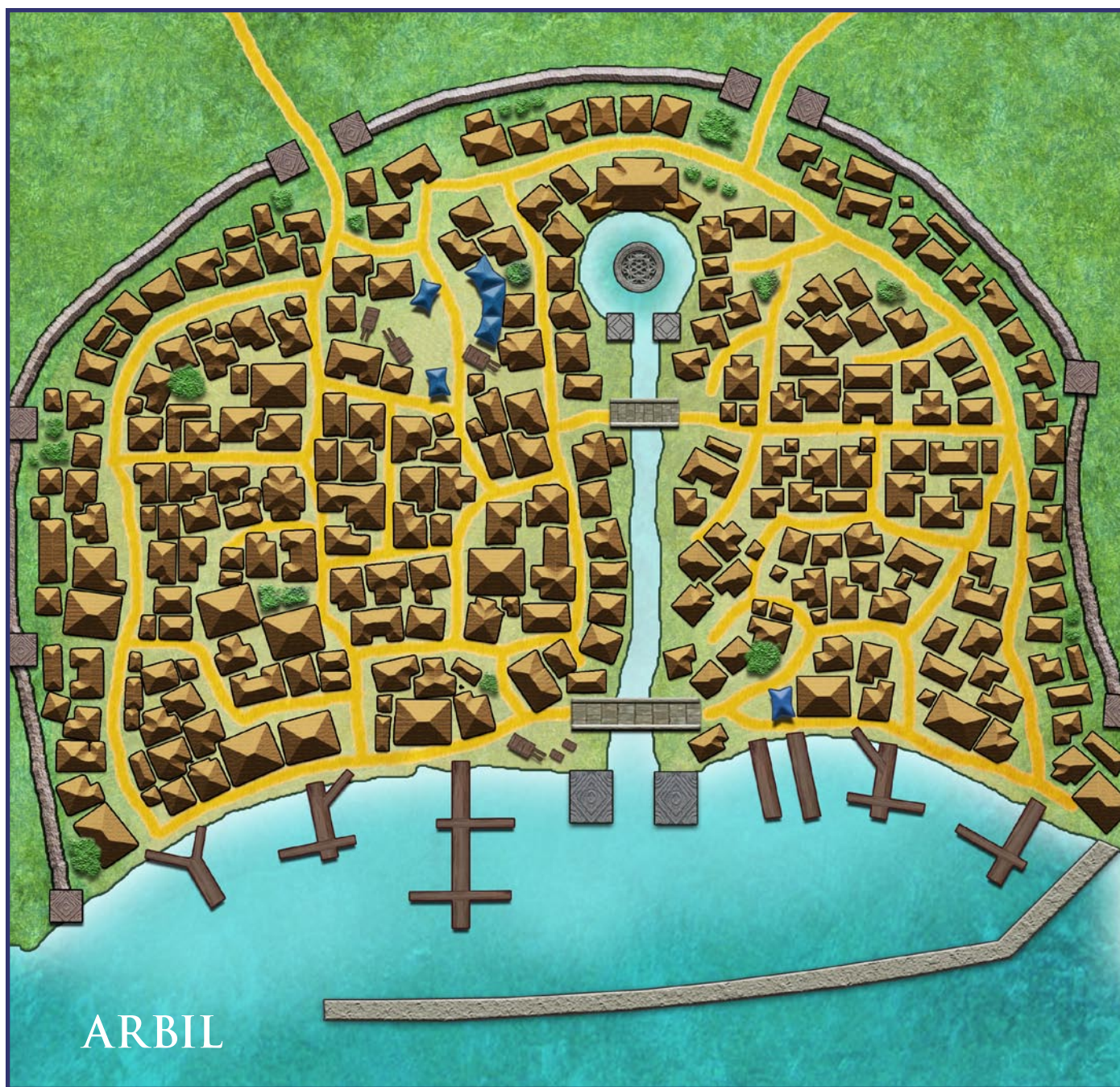
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OPHID PROTECTORATE

On the continent of Tion, no nation or culture is as dominating, expansionistic, or persistent as the Ophid Protectorate. For centuries, the Protectorate has used their intentional promotion of psionic power and might to continually increase the control of its psionocratic society. Although the Protectorate is a fairly decentralized government, with each individual Overseer typically given complete autonomy from the rest of the Protectorate, the overall society of the Protectorate is fairly consistent in its structure. Leadership is always determined by psionic might first, and any other factor second.

The society of the Protectorate is primarily grouped into two segments: Protectorate workers and civilian workers. The Protectorate employs most of the herbalists, teachers, soldiers, armorers, crafters, and most of the farmers, guaranteeing work for the most important roles within society, while most other jobs are considered civilian or “free” workers and must eke out a living as best they can. Freelance workers who compete in the same job as Protectorate workers, such as a civilian herbalist, often find that access to the supplies needed is limited at best, as the Protectorate workers are given first choice of supplies and trade. Instead, most that choose a civilian life are of a service-oriented trade.



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All citizens of the Protectorate are expected to pay a portion of their earnings in taxation to cover the variety of services the Protectorate offers: education, developed and patrolled roads, irrigation and aqueducts, protection from the wild elements of the world, and medical care. Protectorate workers pay a smaller portion of their earnings in taxation, but typically make a lower salary than the civilian workers. However, Protectorate workers are guaranteed a living wage, which has a tendency to draw in enough workers to fulfill the needs of the society.

The portion of the Protectorate where From the Deep starts is governed by a powerful female ophiduan psion named Arbelle. Although she is an overseer and not an overlord, Arbelle is stronger than Mosephi and, therefore, has a modest level of authority over his actions. More often than not, Arbelle leaves Mosephi to ruling Arbil and focuses her attention on her own city of Lirasse.

ARBIL

Among the ever-expanding Protectorate, Arbil is a relatively new city, established just over thirty years ago. With a seer named Mosephi as its founder and ruler, Arbil's populace favors the insightful discipline of psionics, clairsentience, over the other five, although that has not stopped the study of the other disciplines, nor has it affected the results of psionic duels within the city.

The city of Arbil is split roughly down the center by the city's reservoir, which serves to separate the Protectorate district on the western side of the city from the civil district on the eastern side. The city's reservoir is spanned at the southern end by the Freshwater Bridge, a psionically constructed bridge which pulls water from the sea into the channel that is the reservoir and filters out the silt and impurities of the ocean water, leaving only clean drinking water for the citizens. This marvel is one in which residents of the city take tremendous pride in and it is not uncommon for visitors to the city to hear about it from any resident they talk to.

Because Arbil is one of the few cities of the Protectorate on the ocean, the Maquoran Fleet has shown interest in being the sole source of nautical trade for the city.

THE PEOPLE OF ARBIL

The city of Arbil has grown rapidly over the past decade, as its overseer continues to guide it to success after success. Presented below are some of the notable residents of Arbil and the areas around it.

Mosephi: Enigmatic and prophetic Overseer of Arbil, subordinate of Overseer Arbelle of Lirasse. Uses his abilities of foresight in the best interest of the city.

Sudas: Captain of the Guard of Arbil and personal bodyguard of Overseer Mosephi. Rumors suggest she has a closer relationship to the overseer than just bodyguard.

Zorotaer: Elderly seer and former teacher of Overseer Mosephi. Some say he resents that Mosephi has risen so much higher than his former mentor.



Mosephi

Larissa: The spiritual leader of Arbil, Mother Larissa of the Calm seeks to grant enlightenment, both of self and the world, to all she meets.

Arbelle: Overseer of the city of Lirasse. She is rarely seen in Arbil and has only the most tenuous control over Mosephi.

LIRASSE

The sister city of Arbil, Lirasse is ruled by Overseer Arbelle, a powerful ophiduan psion who has had to defend her position as overseer against many challengers. Arbelle stands just above Mosephi in psionic power and, as such, he defers to her, but only when he must.

Lirasse lies directly on the road to the main cities of the Protectorate, meaning most trade from Arbil travels through it. Prior to Arbil's founding, Lirasse was a large city, but with the additional trade from Arbil and Sarren to the east, the city has grown in size and scope. Some wonder that if the trend continues, if Arbelle will seek to challenge the current overlord or seek to carve out her own region from the areas controlled by the other overlords. Thus far, Arbelle has shown herself to be careful and patient, but Lirasse's continued success begs the question of her future and the future of the region.

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VENSNAK

A subterranean kobold city near Arbil, Vensnak supplies raw materials, stonework, and metalwork to Arbil. Although the Protectorate considers the city to be within its control, the kobolds pay no taxes except tariffs on their trade with the city, and the kobolds consider themselves autonomous. This behavior has thus far only been allowed due to a diminishing leniency that the Protectorate grants to the kobold race for past ill treatment.

DROMA

A close neighbor of the Ophid Protectorate, Droma is a relatively new association of dromite hives founded on the eastern side of the continent of Tion. These dromites, transported from Femon by the Maquoran Fleet, have escaped a life of slavery on the southern continent and seek only to live out their lives in freedom. As a result, a number of dromite hive-cities have been settled as more emancipated dromites migrate across the ocean.

The Protectorate, ever seeking to expand its borders, has begun seeking to annex the dromite hives into its control, under the direction of Overlord S'samas. The first hive annexed, Silasrs, had its leader Xolu set as the Overseer. By keeping the dromites in charge of their own hive-cities, but under the rule of the Protectorate, Overlord S'samas expanded the control of the Protectorate without having to threaten the dromites with another form of slavery.

This has resulted in mixed responses in the hive-cities of Droma. Some argue that rule under the Protectorate would bring protection and benefits with a very low cost, while others argue that they would be simply converting one form of slavery for another and steadfastly state that the dromite hives must remain independent.

Thus far, the Protectorate has seemed to be content with annexing dromite hives in a slow, steady pace, and instead focuses on those closest to its current borders, leaving the residents of the older hive-cities of Droma free to live out their lives as they so choose.

Like the kobold race, the dromites are a close-knit people who prefer subterranean life to that of the surface. As a result, most of the hive-cities of Droma are overwhelmingly populated by dromites. While the insectoid race does not actively discourage other races from living within their hive-cities, the subterranean life has a tendency to keep out others, a result that the dromites have thus far not sought to alter.

MAQUORAN FLEET

A nation created by the maenad race after their emancipation from their Alyrian captors, the Maquoran Fleet is a nautical nation that resides on a chain of islands in the middle of the Impact Sea. Although considered a nation, the Fleet is actually a loose conglomerate of captains and admirals with differing goals and opinions. The only unifying principle of the Fleet is that a member of the Maquoran Fleet always takes priority over an outsider.

Most citizens of the Maquoran Fleet are maenads, although humans have also found their way into the ocean-based society, and the rare dromite who enjoys life above ground and the life on the open water can also be found within the domain of the seafaring nation.

The lands of the Maquoran Fleet are a chain of islands in the Impact Sea, weeks of travel away from either continent. The largest island is where the majority of the citizens live when not on a ship. An estimated eighty percent of the citizens of the Maquoran Fleet are at sea at any given time performing a variety of jobs – fishing, trading, shipping, or exploring.

While there are those among the Fleet who participate in raiding, particularly against the nation of Alyria on the continent of Femon, most of the captains of the Fleet seek to expand the size of their own personal fleets through trade. While smuggling is not uncommon, most of the trade of the Maquorans is legitimate. Perhaps the most common cargo smuggled by Maquorans has been the liberated dromites of the enslaved Femon hives.



Maquoran

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Until recently, the Maquoran Fleet could only navigate to the southern continent of Femon, but they have recently discovered the route to the continent of Tion and serve as the sole method of transport and communication between the two continents. Adventurers, explorers, and travelers seeking to travel to the other continent find that the cost to do so is quite high, which has limited the exchange of information between the different nations of Ksaren.

SOMMARAN

To the north of the regions controlled by the Ophid Protectorate or Droma lies the Eternal Desert. Within the desert and in the lands to the north of it reside the tribes of the Sommaran. Primarily composed of jetturs, the people of Sommaran are nomadic by nature and heavy believers in the Flow (see below), which they say is what guides their travel through the desert.

Currently, the Sommaran are the only way to travel across the Eternal Desert safely, and gaining their escort is not an easy task. This has resulted in the Protectorate aggressively seeking to gain control over the tribes of Sommaran. Thus far, such attempts have been largely unsuccessful, for the Sommaran tribes are more focused on seeking and following the Flow of the desert.

The closest thing the Sommaran tribes have to a city is the Ophid Trading Post on the southern edge of the Eternal Desert, where they trade with the Ophid Protectorate and Dromans. Known for obsidian and spices, the tribes by and large do not care about wealth, and instead focus their trade on items they cannot find or create themselves, or items they feel are strong in the Flow.

PHILOSOPHY AND RELIGION

Because the world of Ksaren has no traditional deities that meddle in the affairs of mortals like many other campaign settings, the religious views of the world tend to be minimal. While there are spiritual philosophies that seek to answer the greater mysteries, such as what happens when you die, religion is a minor element in the *Third Dawn Campaign Setting*.

Ksaren does have entities akin to deities, beings known as godminds. These are immensely powerful creatures who tend to embody a single aspect of psionics. As psionics has developed, so has knowledge of the godminds of Ksaren. While this has led to religions espousing the merits of the different godminds, because these beings are not directly involved in the lives of the creatures of Third Dawn, the impact of the religions tend to be minimal.

An additional theology has arisen within the world of Ksaren, one that runs separate to, but coexists with, that of the godminds. The philosophy of the Flow has spread across the globe and is based upon the premise of a singular form of energy that all creation is made from.

GODMINDS IN TION

Because of the importance of psionics in the Ophid Protectorate, the godminds have gained a fairly large following that has spread across Tion. However, since the godminds do not answer prayers like the deities of ancient Ksaren are said to have, believers in the godminds typically preach a message of trying to exemplify the aspect of psionics that godmind embodies.

Within and around the Protectorate, the godmind Zean is the godmind most often revered or exemplified, for the mantral of enlightenment of self and others translates readily to the importance of psionic power and prowess. Faedreth is an important godmind in the city of Arbil, due to the city's emphasis on clairsentience.

More information on the godminds of Ksaren can be found within the *Third Dawn Campaign Setting*.

FLOW

One philosophy that has begun to gain in believers and has spread across the different lands is that of the Flow. Somewhere between a religion and a simply philosophy, this belief is that all of the energy of the world, all of the potential of all items, creatures, and even the terrain itself is all combined into a concept known as the Flow.

Followers of the concept of Flow believe that the physical realities of the world are portions of Flow that have joined and become what are termed patterns. It is therefore by manipulating other ripples in the Flow to affect the patterns in the world around you.

Because all things within the world are Patterns filled with Flow, everything within the world of Ksaren is believed to be interconnected.

The concept of Patterns explains that a single Pattern is a general Pattern with specific alterations to give that Pattern a unique signature. This premise can get complicated depending on how elaborate a breakdown in Patterns the follower believes. For example, an oak tree might be viewed as an oak tree Pattern, which is built off a tree Pattern, which is based off a plant Pattern.

The concept of Flow is believed to also explain how psionics can exist. It is believed that those with psionic power are able to tap into the Flow of the world and manipulate Patterns. The jetturs of the Sommaran tribes believe that their ability to create sonic blasts is simply manipulating the Flow to rapidly force away smaller air Patterns, causing a violent effect.

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GODMINDS OF KSAREN

Listed in the table below are the most well-known godminds and what they embody. One does not need to worship the specific godmind to gain access to powers or abilities that godmind represents, as an agnostic egoist may still utilize powers such as thicken skin, but it is not uncommon for manifesters of the appropriate discipline to venerate the godmind who embodies the spirit of that discipline.

Name	Exemplifies
Aeni	Fear
Aur'eskin	Psychometabolism
Cynfire	Psychokinesis
Eltha	Unity
Faedreth	Clairsentience
Hourth	Compulsion
Javan	Mind blades

Name	Exemplifies
Kraegan	Psychoportation
Maquora	Dichotomy
Nereth	Secrets
Phanos	Metacreativity
Saurok	Telepathy
Veran	Passion
Zean	Enlightenment

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